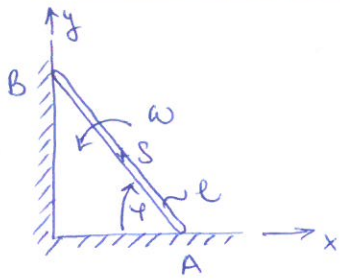


DINAMIKA - 4. gyakorlat

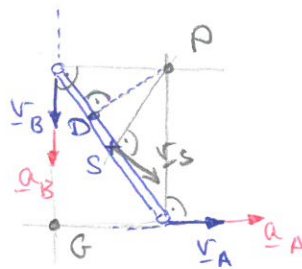
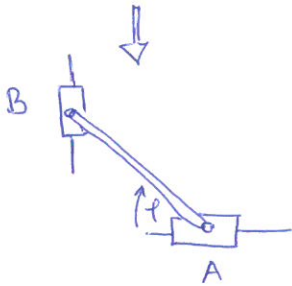
1. Fal mellett lecsúszó letra



Adatok: $\varphi = 30^\circ$
 $l = 4\text{ m}$
 $\omega = 0,6 \frac{\text{rad}}{\text{s}}$
 $\epsilon = 0 \frac{\text{rad}}{\text{s}^2}$

Feladatok:
 P ? G ?
 v_s ? D (legközelebbi sebesség)

Megoldás:



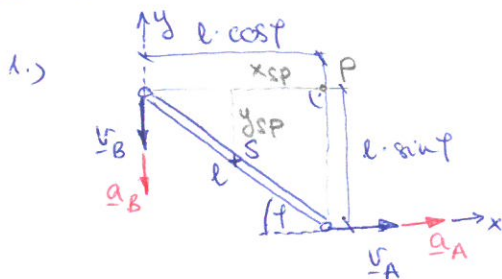
$$\tan \alpha = \frac{\epsilon}{\omega^2} = 0$$

$$\alpha = 0 \rightarrow G$$

D : merőlegest állítunk, így lesz a legközelebbi a pont (legközelebbi seb. ~ ami a legközelebb van P -hez)

Feladatok 2.:
 1.) pályagörvék sugarai: $\rho_A, \rho_B, \rho_S, \rho_D$?
 2.) polusgörvék egyenlete?
 3.) polusrándorlás sebessége?

Megoldás 2.:



Sebességek: $\underline{v}_A = \begin{bmatrix} v_A \\ 0 \\ 0 \end{bmatrix}$ $\underline{v}_B = \begin{bmatrix} 0 \\ v_B \\ 0 \end{bmatrix}$

Gyorsulások: $\underline{a}_A = \begin{bmatrix} a_A \\ 0 \\ 0 \end{bmatrix}$ $\underline{a}_B = \begin{bmatrix} 0 \\ a_B \\ 0 \end{bmatrix}$

Görbék sugarai: $\rho = \frac{v^2}{a_n}$

Tangenciális gyorsulás: párhuzamos a sebességgel.

$$a_A \parallel v_A \text{ és } a_B \parallel v_B \rightarrow a_{An} = 0 \text{ ; } a_{Bn} = 0$$

$$\rho_A = \frac{v_A^2}{0} = \infty \quad \rho_B = \frac{v_B^2}{0} = \infty$$

(Később kiad-
 majd v_A -t
 v_B -t
 pontosan!)

Stamolyonok sebességei:

$$\underline{v}_A = \underline{v}_B + \underline{\omega} \times \underline{r}_{BA} = \begin{bmatrix} 0 \\ v_B \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \omega \end{bmatrix} \times \begin{bmatrix} l \cdot \cos\varphi \\ -l \cdot \sin\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} l\omega \sin\varphi \\ v_B + l\omega \cos\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} v_A \\ 0 \\ 0 \end{bmatrix} = \underline{v}_A$$

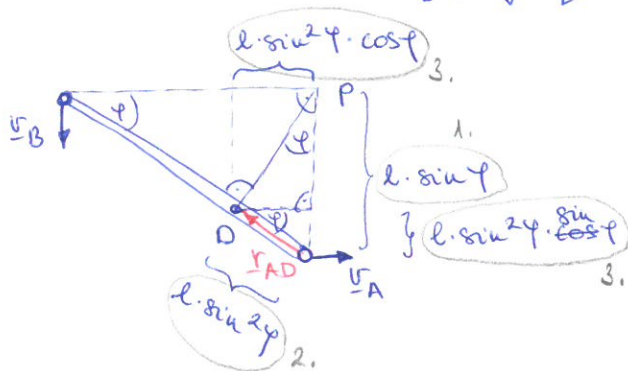
$$v_A = l\omega \sin\varphi = \underline{1,2 \frac{m}{s}}$$

$$v_B = -l\omega \cos\varphi = \underline{-1,2 \cdot \sqrt{3} \frac{m}{s}}$$

$$\underline{v}_S = \underline{v}_A + \underline{\omega} \times \underline{r}_{AS} = \begin{bmatrix} v_A \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \omega \end{bmatrix} \times \begin{bmatrix} -\frac{l}{2} \cos\varphi \\ \frac{l}{2} \sin\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} 0,6 \\ -0,6 \cdot \sqrt{3} \\ 0 \end{bmatrix} \left[\frac{m}{s} \right] = \frac{l}{2} \omega \begin{bmatrix} \sin\varphi \\ -\cos\varphi \\ 0 \end{bmatrix}$$

$$v_S = \frac{l}{2} \omega = 1,2 \frac{m}{s} \quad (\text{magnysága})$$

$$\underline{v}_D = \underline{v}_A + \underline{\omega} \times \underline{r}_{AD} = \begin{bmatrix} v_A \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \omega \end{bmatrix} \times \begin{bmatrix} -l \sin^2\varphi \cos\varphi \\ l \sin^2\varphi \sin\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} l \cdot \omega \cdot \sin\varphi \cdot \cos^2\varphi \\ -l\omega \cos\varphi \sin^2\varphi \\ 0 \end{bmatrix}$$



$$v_D = l\omega \sin\varphi \cos\varphi$$

$$\left(v_D = \underbrace{l\omega \sin\varphi \cos\varphi}_{\text{magnyság}} \begin{bmatrix} \cos\varphi \\ -\sin\varphi \\ 0 \end{bmatrix} \right) \quad \text{irány (magnysága 1)}$$

Példspont meghatározása:

$$\underline{v}_P = \underline{v}_S + \underline{\omega} \times \underline{r}_{SP} = \begin{bmatrix} \frac{l}{2} \omega \sin\varphi \\ -\frac{l}{2} \omega \cos\varphi \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \omega \end{bmatrix} \times \begin{bmatrix} x_{sp} \\ y_{sp} \\ 0 \end{bmatrix} =$$

$$= \begin{bmatrix} \frac{l}{2} \omega \sin\varphi - y_{sp} \omega \\ -\frac{l}{2} \omega \cos\varphi + x_{sp} \omega \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} = \underline{v}_P$$

$$\rightarrow \left. \begin{aligned} y_{sp} &= \frac{l}{2} \sin\varphi \\ x_{sp} &= \frac{l}{2} \cos\varphi \end{aligned} \right\} \text{Szerekesítés-} \\ \text{sel is ez} \\ \text{jött ki!}$$

Stabilizált gyorsulások!

$$\underline{a}_B = \underline{a}_A + \underbrace{\underline{\varepsilon} \times \underline{r}_{AB}}_0 - \omega^2 \underline{r}_{AB} = \begin{bmatrix} a_A \\ 0 \\ 0 \end{bmatrix} - \omega^2 \begin{bmatrix} -l \cos\varphi \\ l \sin\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ a_B \\ 0 \end{bmatrix} = \underline{a}_B$$

$$a_A = -\omega^2 l \cos\varphi$$

$$a_B = -l\omega^2 \sin\varphi$$

$$\underline{a}_S = \underline{a}_A + \underbrace{\underline{\varepsilon} \times \underline{r}_{AS}}_0 - \omega^2 \underline{r}_{AS} = \begin{bmatrix} a_A \\ 0 \\ 0 \end{bmatrix} - \omega^2 \begin{bmatrix} -\frac{l}{2} \cos\varphi \\ \frac{l}{2} \sin\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} -\omega^2 l \cos\varphi + \frac{l}{2} \omega^2 \cos\varphi \\ -\frac{l}{2} \omega^2 \sin\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} -\frac{l}{2} \omega^2 \cos\varphi \\ -\frac{l}{2} \omega^2 \sin\varphi \\ 0 \end{bmatrix} \rightarrow a_s = \frac{l}{2} \omega^2$$

magnaság

$$\underline{a}_D = \underline{a}_A + \underbrace{\underline{\varepsilon} \times \underline{r}_{AD}}_0 - \omega^2 \underline{r}_{AD} = \begin{bmatrix} a_A \\ 0 \\ 0 \end{bmatrix} - \omega^2 \begin{bmatrix} -l \sin^2\varphi \cos\varphi \\ l \sin^2\varphi \sin\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} -\omega^2 l \cos^3\varphi \\ -\omega^2 l \sin^3\varphi \\ 0 \end{bmatrix}$$

$$\underline{a}_P = \underline{a}_A + \underbrace{\underline{\varepsilon} \times \underline{r}_{AP}}_0 - \omega^2 \underline{r}_{AP} = \begin{bmatrix} a_A \\ 0 \\ 0 \end{bmatrix} - \omega^2 \begin{bmatrix} 0 \\ l \sin\varphi \\ 0 \end{bmatrix} = \begin{bmatrix} -\omega^2 l \cos\varphi \\ -\omega^2 l \sin\varphi \\ 0 \end{bmatrix}$$

$$\boxed{a_s = \frac{v_s^2}{a_{sn}}}$$

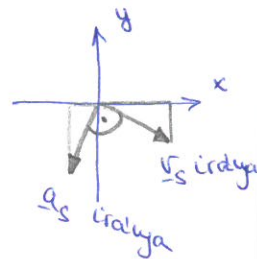
a_{sn} ?

$$\underline{a}_s = \begin{bmatrix} -\frac{l}{2} \omega^2 \cos\varphi \\ -\frac{l}{2} \omega^2 \sin\varphi \\ 0 \end{bmatrix} = \frac{l}{2} \omega^2 \cdot \begin{bmatrix} -\cos\varphi \\ -\sin\varphi \\ 0 \end{bmatrix}$$

egységvektor

$$\underline{v}_s = \begin{bmatrix} \frac{l}{2} \omega \sin\varphi \\ -\frac{l}{2} \omega \cos\varphi \\ 0 \end{bmatrix} = \frac{l}{2} \omega \begin{bmatrix} \sin\varphi \\ -\cos\varphi \\ 0 \end{bmatrix}$$

e.vektor



Általánosán:



$$a_t \parallel v$$

$v_s \perp a_s$ -re! $\rightarrow a_s$ -ben nincs tangenciális komponens $\rightarrow a_s$ nagysága lesz a_{sn}
(Ha nem lenne \perp -ek \rightarrow 1. gyarorok, a_t stabilizált, $a_n = a - a_t$)

$$a_{sn} = \frac{l}{2} \omega^2 \rightarrow s_s = \frac{\omega^2 \frac{l^2}{4}}{\omega^2 \cdot \frac{l}{2}} = \frac{l}{2} = \underline{\underline{2 \text{ m}}}$$

$$s_D = \frac{v_D^2}{a_{Dn}}$$

$$v_D = \underbrace{l \omega \sin \varphi}_{\text{nagysság}} \underbrace{\begin{bmatrix} \cos \varphi \\ -\sin \varphi \\ 0 \end{bmatrix}}_{\text{irány}}$$

tangenciális gyorsulás iránya: $\underline{e}_t = \begin{bmatrix} \cos \varphi \\ -\sin \varphi \end{bmatrix}$

normális $\underline{e}_n = \begin{bmatrix} \sin \varphi \\ \cos \varphi \end{bmatrix}$

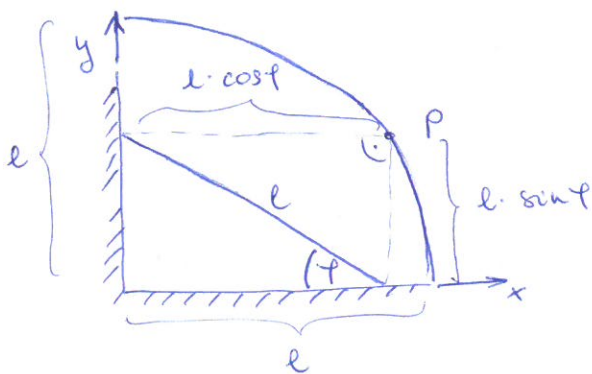
$$a_{Dn} = \underline{a}_D \cdot \underline{e}_n = \begin{bmatrix} -\omega^2 l \cos^3 \varphi \\ -\omega^2 l \sin^3 \varphi \\ 0 \end{bmatrix} \cdot \begin{bmatrix} \sin \varphi \\ \cos \varphi \\ 0 \end{bmatrix} =$$

$$= -\omega^2 l \cos^3 \varphi \sin \varphi - \omega^2 l \sin^3 \varphi \cos \varphi =$$

$$= -\omega^2 l \cos \varphi \sin \varphi (\underbrace{\cos^2 \varphi + \sin^2 \varphi}_1) = -0,6235 \frac{\text{m}}{\text{s}^2}$$

$$s_D = \frac{v_D^2}{|a_{Dn}|} = \underline{\underline{1,732 \text{ m}}}$$

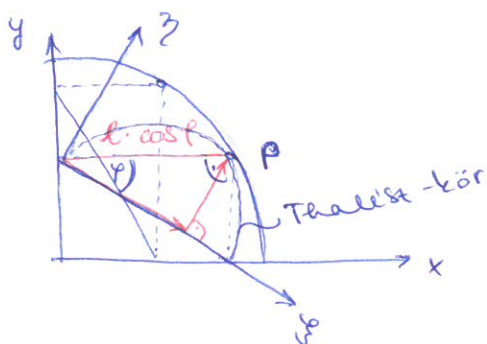
b) Pólusgörbét egyenlete:



Álló pólusgörbe: A póluspont geometriai helye az abszolút koord. rár -ben.

$$\left. \begin{aligned} x_p &= l \cos \varphi \\ y_p &= l \sin \varphi \end{aligned} \right\} \text{ kör egyenlet}$$

$$x_p^2 + y_p^2 = l^2 \quad (\text{sugar: } l)$$



Mozgó pólusgörbe: A létrához képest a póluspont geometriai helye.

$$\xi_p = l \cdot \cos \varphi \cdot \cos \varphi = l \cos^2 \varphi = l \frac{1 + \cos 2\varphi}{2}$$

$$\eta_p = l \cos \varphi \sin \varphi = l \frac{\sin 2\varphi}{2}$$

Thalész - kör középpontja: S Sugara: $\frac{l}{2}$

$$\left. \begin{aligned} \xi_p - \frac{l}{2} &= \frac{l}{2} \cos 2\varphi \\ \eta_p &= \frac{l}{2} \sin 2\varphi \end{aligned} \right\} S \text{ és } P \text{ pont közötti vektor}$$

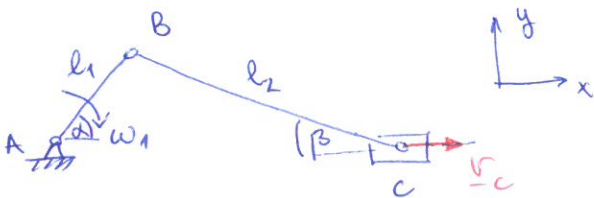
$$\left(\xi_p - \frac{l}{2} \right)^2 + \eta_p^2 = \left(\frac{l}{2} \right)^2$$

c) Pólusvándorlás sebessége:

$$\underline{u} = \frac{\underline{\omega} \times \underline{a}_p}{\omega^2} \quad \underline{\omega} \times \underline{a}_p = \begin{bmatrix} 0 \\ 0 \\ \omega \end{bmatrix} \times \begin{bmatrix} -\omega^2 l \cos \varphi \\ -\omega^2 l \sin \varphi \\ 0 \end{bmatrix} = -\omega^3 l \begin{bmatrix} -\sin \varphi \\ \cos \varphi \\ 0 \end{bmatrix}$$

$$\underline{u} = \omega l \begin{bmatrix} \sin \varphi \\ \cos \varphi \\ 0 \end{bmatrix} = \begin{bmatrix} 1,2 \\ -2,078 \\ 0 \end{bmatrix} \left[\frac{m}{s} \right]$$

2. Forgatógép mechanizmusa



Adatok:

$$l_1, l_2$$

$$v_c = \text{adott}$$

$$\alpha = 60^\circ$$

$$\beta = 30^\circ$$

Feladatok:

1.) ω_1

4.) \underline{E}_1

2.) ω_2

5.) \underline{E}_2

3.) Seb. algebra

6.) gyorsulás algebra

Megoldás:

Amit tudunk:

$$\underline{v}_c = \begin{bmatrix} v_c \\ 0 \\ 0 \end{bmatrix}$$

$$\underline{a}_c = \underline{0}$$

$$\underline{v}_A = \underline{0}$$

$$\underline{a}_A = \underline{0}$$

$\sim B$ pont rajta van (1) és (2)-n:

$$\underline{v}_B = \underline{v}_A + \underline{\omega}_1 \times \underline{r}_{AB} = \begin{bmatrix} 0 \\ 0 \\ \omega_1 \end{bmatrix} \times \begin{bmatrix} l_1 \cos \alpha \\ l_1 \sin \alpha \\ 0 \end{bmatrix} = l_1 \omega_1 \begin{bmatrix} -\sin \alpha \\ \cos \alpha \\ 0 \end{bmatrix}$$

$$\underline{v}_B = \underline{v}_c + \underline{\omega}_2 \times \underline{r}_{CB} = \begin{bmatrix} v_c \\ 0 \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \omega_2 \end{bmatrix} \times \begin{bmatrix} -l_2 \cos \beta \\ l_2 \sin \beta \\ 0 \end{bmatrix} = \begin{bmatrix} v_c - l_2 \omega_2 \sin \beta \\ l_2 \omega_2 \cos \beta \\ 0 \end{bmatrix}$$

2 egyenlet, 2 ismeretlen: ω_1, ω_2

$$l_1 \omega_1 \cos \alpha = l_2 \omega_2 \cos \beta \rightarrow \omega_1 = \frac{l_2}{l_1} \frac{\cos \beta}{\cos \alpha} \omega_2$$

$$v_c - l_2 \sin \beta \cdot \omega_2 + l_2 \operatorname{tg} \alpha \cdot \cos \beta \omega_2 = 0 \rightarrow \omega_2 = \frac{v_c}{l_2 (\sin \beta - \operatorname{tg} \alpha \cdot \cos \beta)}$$

$$2.) \omega_2 = \frac{v_c}{2 l_2}$$

$$1.) \omega_1 = -\omega_2 \frac{l_2}{l_1} \sqrt{3} = -\frac{\sqrt{3}}{2} \frac{v_c}{l_1}$$

~ Gyorsulásokallapot:

$$\underline{a}_B = \underline{a}_A + \underline{\varepsilon}_1 \times \underline{r}_{AB} - \omega_1^2 \underline{r}_{AB} = \begin{bmatrix} 0 \\ 0 \\ \varepsilon_1 \end{bmatrix} \times \begin{bmatrix} l_1 \cos \alpha \\ l_1 \sin \alpha \\ 0 \end{bmatrix} - \omega_1^2 \begin{bmatrix} l_1 \cos \alpha \\ l_1 \sin \alpha \\ 0 \end{bmatrix} =$$

$$= \begin{bmatrix} l_1 (-\sin \alpha \cdot \varepsilon_1 - \omega_1^2 \cdot \cos \alpha) \\ l_1 (\cos \alpha \cdot \varepsilon_1 - \omega_1^2 \cdot \sin \alpha) \\ 0 \end{bmatrix}$$

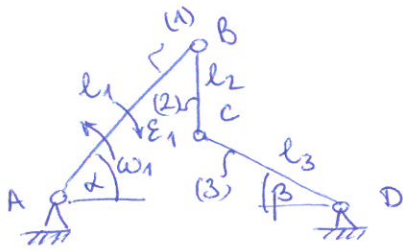
$$\underline{a}_B = \underline{a}_C + \underline{\varepsilon}_2 \times \underline{r}_{CB} - \omega_2^2 \underline{r}_{CB} = \dots = \begin{bmatrix} l_2 (-\sin \beta \cdot \varepsilon_2 - \omega_2^2 \cos \beta) \\ l_2 (-\cos \beta \cdot \varepsilon_2 - \omega_2^2 \sin \beta) \\ 0 \end{bmatrix}$$

2 egyenlet, 2 ismeretlen: $\rightarrow \dots \rightarrow$

$$\varepsilon_1 = \frac{4 l_1 l_2 \omega_2^2 + 3 v_c^2 \cos(\alpha + \beta)}{4 l_1^2 \sin(\alpha + \beta)}$$

$$\varepsilon_2 = \omega_2^2 \frac{1}{\operatorname{tg}(\alpha + \beta)} + \frac{3}{4} \frac{v_c^2}{l_1 l_2 \sin(\alpha + \beta)}$$

3. Negyszögös mechanizmus



Adatok:

$$l_1 = 0,6 \text{ m}$$

$$l_2 = 0,3 \text{ m}$$

$$l_3 = 0,3 \text{ m}$$

$$\omega_1 = 3,5 \frac{\text{rad}}{\text{s}}$$

$$\epsilon_1 = 20 \frac{\text{rad}}{\text{s}^2}$$

$$\alpha = 60^\circ$$

$$\beta = 45^\circ$$

Kérdések:

a) seb. állapot?

$$v_B, \omega_2$$

$$v_C, \omega_3$$

$$P_2$$

b) gyorsul. állapot?

$$a_B, \epsilon_2$$

$$a_C, \epsilon_3$$

$$G_2$$

Megoldás:

a) ~ Alld. pontok: $v_A = \underline{0}$

$$v_D = \underline{0}$$

$$\sim v_B = \underbrace{v_A}_{\begin{bmatrix} 0 \\ 0 \end{bmatrix}} + \underbrace{\omega_1}_{\begin{bmatrix} 0 \\ \omega_1 \end{bmatrix}} \times \underbrace{r_{AB}}_{\begin{bmatrix} l_1 \cos \alpha \\ l_1 \sin \alpha \\ 0 \end{bmatrix}} = \omega_1 l_1 \begin{bmatrix} -\sin \alpha \\ \cos \alpha \\ 0 \end{bmatrix}$$

~ C pont rajta van (2)-n, (3)-n:

$$v_C = v_B + \underbrace{\omega_2}_{\begin{bmatrix} 0 \\ 0 \\ \omega_2 \end{bmatrix}} \times \underbrace{r_{BC}}_{\begin{bmatrix} 0 \\ -l_2 \\ 0 \end{bmatrix}} = \begin{bmatrix} -\omega_1 l_1 \sin \alpha + l_2 \omega_2 \\ \omega_1 l_1 \cos \alpha \\ 0 \end{bmatrix}$$

$$v_C = \underbrace{v_D}_{\begin{bmatrix} 0 \\ 0 \end{bmatrix}} + \underbrace{\omega_3}_{\begin{bmatrix} 0 \\ 0 \\ \omega_3 \end{bmatrix}} \times \underbrace{r_{DC}}_{\begin{bmatrix} -l_3 \cos \beta \\ l_3 \sin \beta \\ 0 \end{bmatrix}} = -l_3 \omega_3 \begin{bmatrix} \sin \beta \\ \cos \beta \\ 0 \end{bmatrix}$$

2 egyenlet, 2 ismeretlen (ω_2, ω_3):

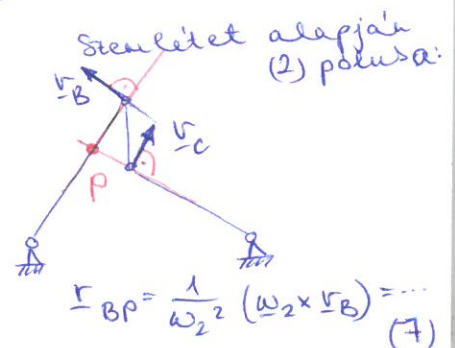
$$\omega_1 l_1 \cos \alpha = -l_3 \omega_3 \cos \beta$$

$$\omega_3 = -\omega_1 \cdot \frac{l_1}{l_3} \frac{\cos \alpha}{\cos \beta} = -4,95 \frac{\text{rad}}{\text{s}}$$

$$\omega_2 = \frac{l_1}{l_2} \omega_1 \sin \alpha - \frac{l_3}{l_2} \omega_3 \sin \beta = 9,56 \frac{\text{rad}}{\text{s}}$$

$$\rightarrow v_C = \begin{bmatrix} 1,05 \\ 1,05 \\ 0 \end{bmatrix} \left[\frac{\text{m}}{\text{s}} \right]$$

$$v_B = \begin{bmatrix} -1,82 \\ 1,05 \\ 0 \end{bmatrix} \left[\frac{\text{m}}{\text{s}} \right]$$



b) ~ Allé pontok: $\underline{a}_A = \underline{0}$, $\underline{a}_D = \underline{0}$; $\varepsilon_1 \checkmark$

$$\underline{a}_B = \underbrace{\underline{a}_A}_{\underline{0}} + \underline{\varepsilon}_1 \times \underline{r}_{AB} - \omega_1^2 \underline{r}_{AB} = \dots = \begin{bmatrix} 6,717 \\ -12,365 \\ 0 \end{bmatrix} \left[\frac{\text{m}}{\text{s}^2} \right] = \begin{bmatrix} a_{Bx} \\ a_{By} \\ 0 \end{bmatrix}$$

$$\varepsilon_1 = -20 \frac{\text{rad}}{\text{s}^2} \quad \text{Negatív, a rajt miatt!}$$

~ C pont gyorsulása két feltételre:

$$\underline{a}_C = \underline{a}_B + \underline{\varepsilon}_2 \times \underline{r}_{BC} - \omega_2^2 \underline{r}_{BC} = \begin{bmatrix} a_{Bx} \\ a_{By} \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \varepsilon_2 \end{bmatrix} \times \begin{bmatrix} 0 \\ -l_2 \\ 0 \end{bmatrix} - \omega_2^2 \begin{bmatrix} 0 \\ -l_2 \\ 0 \end{bmatrix} =$$

$$= \begin{bmatrix} a_{Bx} + l_2 \varepsilon_2 \\ a_{By} + \omega_2^2 l_2 \\ 0 \end{bmatrix}$$

$$\underline{a}_C = \underbrace{\underline{a}_D}_{\underline{0}} + \underline{\varepsilon}_3 \times \underline{r}_{DC} - \omega_3^2 \underline{r}_{DC} = \begin{bmatrix} 0 \\ 0 \\ \varepsilon_3 \end{bmatrix} \times \begin{bmatrix} -l_3 \cos \beta \\ l_3 \sin \beta \\ 0 \end{bmatrix} - \omega_3^2 \begin{bmatrix} -l_3 \cos \beta \\ l_3 \sin \beta \\ 0 \end{bmatrix}$$

2 egyenlet, 2 ismeretlen: $\varepsilon_2, \varepsilon_3$

(HF) ε_3 kiszámolni, eredmény: $\varepsilon_3 = -95,46 \frac{\text{rad}}{\text{s}^2}$

$$\varepsilon_2 = 62,43 \frac{\text{rad}}{\text{s}^2}$$

$$\rightarrow \underline{a}_C = \begin{bmatrix} 25,45 \\ 15,05 \\ 0 \end{bmatrix} \left[\frac{\text{m}}{\text{s}^2} \right]$$

~ Gyorsuláspólus helye:

$$\underline{a}_G = \underline{a}_B + \underline{\varepsilon}_2 \times \underline{r}_{GB} - \omega_2^2 \underline{r}_{GB} = \begin{bmatrix} a_{Bx} \\ a_{By} \\ 0 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ \varepsilon_2 \end{bmatrix} \times \begin{bmatrix} r_{GBx} \\ r_{GBy} \\ 0 \end{bmatrix} - \omega_2^2 \begin{bmatrix} r_{GBx} \\ r_{GBy} \\ 0 \end{bmatrix}$$

$$\rightarrow 0 = a_{Bx} - \varepsilon_2 r_{GBy} - \omega_2^2 r_{GBx} \quad / \cdot \varepsilon_2$$

$$r_{GBx} = 0,1131 \text{ m}$$

$$+ 0 = a_{By} + \varepsilon_2 r_{GBx} - \omega_2^2 r_{GBy} \quad / \cdot \omega_2^2$$

$$0 = \varepsilon_2 a_{Bx} + \omega_2^2 a_{By} - \varepsilon_2^2 r_{GBy} - \omega_2^4 r_{GBy} \rightarrow r_{GBy} = -0,058 \text{ m}$$